

CLAIMS

I Claim:

1. A board game comprising:
 - a. a plurality of game pieces; and
 - b. a game board comprising an inner play area wherein a first portion of the plurality of game pieces are positioned within the inner play area, and an outer play area wherein a second portion of the plurality of game pieces are positioned within the outer play area, further wherein a first position of at least one of the game pieces within the outer play area moves to a second position and a functionality of one or more of the first portion of game pieces within the inner play area is dependent upon the second position of the at least one game piece within the outer play area.
2. The board game of claim 1 wherein the game board comprises a grid of squares.
3. The board game of claim 2 wherein the grid of squares forms square array.
4. The board game of claim 2 wherein the outer play area comprises an outer perimeter of squares and the inner play area comprises a remainder of the squares inside the outer perimeter of squares.
5. The board game of claim 2 further comprising a die, wherein a rolled number of the die determines a number of moves that the at least one game piece in the outer play area moves from the first position to the second position.
6. The board game of claim 5 wherein the rolled number of the die determines a

number of moves performed by the first portion of game pieces in the inner play area.

7. A board game comprising:
 - a. a game board configured as a grid, the grid comprising:
 - i. an inner play area comprising an inner portion of the grid; and
 - ii. an outer play area comprising an outer portion of the grid; and
 - b. a plurality of game pieces comprising:
 - i. a plurality of inner game pieces associated with the inner play area, each inner game piece including a corresponding functionality;
 - ii. at least one outer game piece associated with the outer play area, wherein a position of the outer game piece within the outer play area determines a functionality of one or more of the plurality of inner game pieces within the inner play area.
8. The board game of claim 7 wherein the grid comprises an 8x8 array of squares.
9. The board game of claim 8 wherein the inner play area comprises an inner 6x6 array of the squares, and the outer play area comprises an outer perimeter of squares surrounding the inner 6x6 array.
10. The board game of claim 7 further comprising a die, wherein a rolled number of the die determines a number of moves that the at least one outer game piece moves around the outer play area.
11. The board game of claim 10 wherein the rolled number of the die determines a number of moves performed by the inner game pieces within the inner play area.

12. The board game of claim 7 wherein the plurality of inner game pieces comprises four sets of related game pieces and one set of game pieces with changing functionality, wherein the functionality is determined by the position of the at least one outer game piece.
13. A computer game comprising:
 - a. a computer including an input device and a display;
 - b. a computer program accessible via the computer to display a plurality of game pieces on a game board, the game board comprising an inner play area wherein a first portion of the plurality of game pieces are positioned within the inner play area, and an outer play area wherein a second portion of the plurality of game pieces are positioned within the outer play area, to randomly generate an opportunity number, and to accept input from the input device as to movement of the plurality of game pieces according to the opportunity number, such that a first position of at least one of the game pieces within the outer play area moves to a second position and a functionality of one or more of the first portion of game pieces within the inner play area is dependent upon the second position of the at least one game piece within the outer play area.
14. The computer game of claim 13 wherein the game board comprises a grid of squares.
15. The computer game of claim 14 wherein the grid of squares forms square array.
16. The computer game of claim 14 wherein the outer play area comprises an outer perimeter of squares and the inner play area comprises a remainder of the squares inside the outer perimeter of squares.

17. The computer game of claim 14 the randomly generated opportunity number simulates the roll of a die such that a rolled number of the die determines a number of moves that the at least one game piece in the outer play area moves from the first position to the second position.
18. The computer game of claim 17 wherein the rolled number of the die determines a number of moves performed by the first portion of game pieces in the inner play area.
19. The computer game of claim 13 wherein the computer is coupled to a computer network for multi-player access.
20. A method of playing a board game comprising the steps of:
 - a. configuring a game board to include an inner play area and an outer play area, and to position a plurality of inner game pieces within the inner play area and at least one outer game piece within the outer play area;
 - b. determining an opportunity number;
 - c. moving the at least one outer game piece within the outer play area by the opportunity number;
 - d. determining a functionality of a portion of the plurality of the inner game pieces by the movement of the at least one outer game piece;
 - e. moving the plurality of inner game pieces according to the determined functionality of each inner game piece; and
 - f. repeating the steps b-e until a predetermined terminating step is obtained.
21. The method of claim 20 wherein moving the plurality of inner game pieces comprises moving the plurality of inner game pieces according to a first mode, and

then moving the plurality of game pieces according to a second mode.

22. The method of claim 21 wherein the plurality of inner game pieces are moved according to the first mode by the opportunity number, and the plurality of inner game pieces are moved according to the second mode by the opportunity number.
23. The method of claim 21 wherein determining a functionality of a portion of the plurality of the inner game pieces includes determining a functionality of a first portion of the plurality of the inner game pieces according to the first mode, and determining a functionality of a second portion of the plurality of inner game pieces according to the second mode.
24. The method of claim 23 wherein the first portion of plurality of inner game pieces function to remove other inner game pieces from the inner play area and the second portion of the plurality of inner game pieces function to replace previously removed inner game pieces.
25. The method of claim 24 wherein the second portion of the plurality of inner game pieces function to position themselves and the first portion of the plurality of inner game pieces into a predetermined configuration.
26. The method of claim 20 wherein the opportunity number is determined by rolling a die.
27. The method of claim 20 wherein moving the at least one outer game piece forms a resting position of the at least one outer game piece, and the functionality of the portion of inner game pieces is determined by the resting position of the at least one outer game piece within the outer play area.

28. A game board system convertible into a game storage container, the game board system comprising:
- a. a plurality of game playing pieces;
 - b. a game board comprising a plurality of game board pieces, each game board piece including a recessed area;
 - c. a cross-member comprising a plurality of limbs, each limb to fit into the recessed area of the game board piece such that when the plurality of game board pieces are attached to the cross-member the game board is formed, wherein the plurality of game board pieces are removable from the cross-member;
 - d. a bottom piece including outer grooves configured parallel to and inside of an outer edge of an upper surface of the bottom piece, wherein the plurality of game board pieces fit perpendicularly within the outer grooves to form sides of the game storage container to store the plurality of game playing pieces and the cross-member therewithin; and
 - e. a lid configured to fit on top of the plurality of game board pieces when the game board pieces form the sides of the game storage container.
29. The game board system of claim 28 further comprising a rod member including a flange on a first end of the rod member, wherein the rod member fits through a center hole of the bottom piece and a center hole of the lid such that the flange fits within a recess on a bottom side of the bottom piece and a second end of the rod member extends through the center hole of the lid.
30. The game board system of claim 29 further comprising a locking key configured to slide and turn within a slot on the second end of the rod member extending beyond the lid to secure the lid to the plurality of game board pieces forming the side of

the game storage container.

31. The game board system of claim 29 wherein the cross-member includes a center hole through which the rod member passes such that when the plurality of game board pieces are attached to the cross-member, the lid is positioned on top of the bottom piece and the cross member is positioned on top of the lid to form a support for the game board, and the rod member extends through the bottom piece, the lid and the cross-member to form a handle coupled to the support to move the game board.
32. The game board system of claim 28 wherein the plurality of game board pieces includes four game board pieces and the plurality of limbs on the cross-member includes four limbs.